

FINAL FANTASY XI[®]

ONLINE

Seekers of Adoulin[™]



SQUARE ENIX.

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Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ESRB Game Ratings

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit www.ESRB.org.

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TABLE OF CONTENTS

- 03 GAME CONTROLS
- 05 INSTALLING FINAL FANTASY XI: SEEKERS OF ADOULIN
- 06 REGISTERING FINAL FANTASY XI: SEEKERS OF ADOULIN
- 09 NEW CHARACTER
- 10 KEY LOCATIONS
- 11 NEW JOBS
- 12 NEW FOES
- 13 LIMITED WARRANTY
- 14 CUSTOMER SUPPORT

GAME CONTROLS

- The actual layout of your keyboard may differ slightly from the one shown.



USING THE KEYBOARD

[Enter] (either key)	Confirm / Select closest target or talk to NPC / Open the action command menu
[Esc]	Cancel
[Space bar]	Open the input window for text entry
[↑], [↓], [←], [→]	Move camera / Move cursor in menus
[8], [2], [4], [6] on the numeric keypad	Move character (forward, back, left, and right, respectively)
[7] on the numeric keypad	When pressed while character is moving, toggles "autorun"
[/] on the numeric keypad	Toggle between "walk" and "run" while moving
[*] on the numeric keypad	When no target selected, heals / When a target is selected, locks on to target
[+] on the numeric keypad	Select active window, and allows setting of options for each window
[=] on the numeric keypad	Open the main menu
[Tab] or [0] on the numeric keypad	Cycle through selectable targets
[Page Up] or [9] on the numeric keypad	Zoom in (this feature is only available when using the keyboard)
[Page Down] or [3] on the numeric keypad	Zoom out (this feature is only available when using the keyboard)
[Scroll Lock]	Hide all windows / Show all windows
[Pause Break]	Log out to title screen
[Shift]	When pressed in first-person view and moving, moves character side-to-side (strafes)
[Home]	Return to default viewpoint (this feature is only available when using the keyboard)
[Prt Scr]	Take screenshot (when all windows are hidden)

COMMAND SHORTCUTS FOR KEYBOARDS

Various command shortcuts are available when using a keyboard. Combining these shortcuts with text commands will allow for smoother gameplay.

[F1]-[F6]	Target party members in the order that they appear in the bottom right portion of the screen
[F1]	Target yourself
[F8]	Target the closest NPC ("non-player character"; a character controlled by the computer)
[F9]	Target the closest PC ("player character"; a character controlled by another player)
[F10]	Target the first character in your party's member list
[F11], [F12]	When you are part of an alliance, target the first character in each allied party's member list
[Ctrl], [Alt]	Open a menu containing user-defined macros; hold down [Ctrl] or [Alt] and press the corresponding macro number to execute the macro

- You can also enter other commands by opening the input window and typing them directly.

USING THE MOUSE

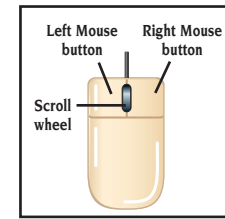
Types of Mouse Cursors:



Normal



When placed over a menu item or a PC (Player Character)



Moving your Character with the Cursor:

Third-person View Mode: Moving the cursor to the edge of the screen will move the camera in that direction.

First-person View Mode: Moving the cursor to the right or left edge of the screen will make your character turn in that direction.

Left Mouse Button	Single click	Select menu item / Targets (PC, NPC or object)
	Hold button down	Hold down the left mouse button and move the mouse to make your character move in the specified direction
Right Mouse Button	Single click	Cancel menu item selection / Cancel targeting PC, NPC or object
	Click while moving mouse	Click while moving your character with the mouse to turn on or off "autorun"
Scroll Wheel	Up/Down	Move the scroll bar up or down
	Click	Open menu

- The order of priority for mouse controls is as follows: movement and camera operation are highest, followed by menu selection and then targeting.
- A mouse with a scroll wheel is recommended.

Custom Controls

It is possible to customize keyboard controls by following the steps outlined below:

- Log in with a character in FINAL FANTASY XI, then open the main menu.
 - Select "Config," then "Misc. 2."
 - Select "Movement" or "Commands" under "Key Assignment" to assign your preferred key for each listed action. Select "Default" to restore the keys to their original settings.
- You can select "Full-size" for a normal keyboard or "Compact" for a laptop keyboard.

INSTALLING FINAL FANTASY XI: SEEKERS OF ADOULIN

Please be sure that you have both **PlayOnline Viewer** and **FINAL FANTASY XI** installed before installing **FINAL FANTASY XI: Seekers of Adoulin**. Installing the FINAL FANTASY XI: Seekers of Adoulin expansion pack will not reset your current macro or map marking settings.

1. Double click the "FFXISETUP.exe" file to launch the PC installation setup.
2. You must accept to the terms of the License Agreement in order to start the PC installation setup process.
3. Wait for the installation setup files to be temporarily extracted to your hard drive.
4. Click on the "Next" button on the installation setup's Welcome screen and follow the onscreen instructions.
5. Before installing FINAL FANTASY XI: Seekers of Adoulin, the Software License Agreement will appear. Read through the agreement carefully, and select "Yes" if you agree to all the terms. Follow the onscreen instructions throughout the PC installation setup process to complete the installation.
 - a. If you select "No," you will be unable to play FINAL FANTASY XI: Seekers of Adoulin.

VERSION UPDATES

PlayOnline is an online service, and as such, its contents are continually updated online. Upon logging into PlayOnline, the PlayOnline Viewer will automatically begin a search for the newest software version, and will display the Version Update screen if a newer version is available. Select "Update" to download and install the newest version. Version updates may be necessary for each of PlayOnline's contents. Please follow the onscreen instructions to install these updates.

REGISTERING FINAL FANTASY XI: SEEKERS OF ADOULIN

Once you have finished the installation process, log into the Square Enix Account Management System and register your expansion content. Please access the following page using your internet browser.

<https://secure.square-enix.com/account>

1. Once you are logged in, click on "Select Service" under "Services and Options" and then choose "PlayOnline / FINAL FANTASY XI".
2. Click on "Add a service account." When prompted, enter your FINAL FANTASY XI: Seekers of Adoulin registration code which you received in your purchase confirmation email, then select "Next."
 - a. Select the service account to which you would like to register your expansion content. If you have multiple service accounts (PlayOnline ID) linked to a single Square Enix account, you must choose which service account you wish to register your expansion content.
3. You are now ready to play FINAL FANTASY XI with the expansion content of FINAL FANTASY XI: Seekers of Adoulin.
 - a. If you are already logged into PlayOnline or FINAL FANTASY XI, please log out. Logging back in will enable the expansion content you registered.

If you do not complete the steps for registering your expansion content after installation, you will not be able to play the contents of FINAL FANTASY XI: Seekers of Adoulin.

REGISTERING AN EXPANSION CONTENT

A single FINAL FANTASY XI: Seekers of Adoulin registration code may be registered to one service account (PlayOnline ID). Once the expansion content is registered, all characters that exist on the service account will be able to play its contents.

CANCELLING AN EXPANSION CONTENT

Once you register an expansion content, you will not be able to cancel it. Therefore, it will not be necessary to repeat the registration process when reactivating or purchasing a new FINAL FANTASY XI Content ID because the expansion data is already registered.

You will not be charged an extra fee to your subscription after you register the Seekers of Adoulin expansion Content ID.

As the eighth century came to a close, so did the islands' old regime. The royal family, in partnership with the eleven knightly orders, agreed to abolish imperial rule...from which arose the Sacred City of Adoulin.

The rate at which it developed astounded all. In the blink of an eye, Adoulin had become a maritime metropolis, its mercantile prowess rivaling even Jeuno's.

The hustle and bustle of the commoners' district in the west – Adoulin's center of trade and pioneering hub – serves as a stark contrast to the refined, stoic castle in the east. It is upon this urban landscape that adventurers will first leave their mark...in the next chapter of Vana'diel's history.



NEW CHARACTER

Swordmaiden

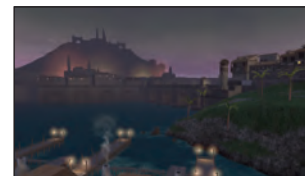


This feisty damsel may sport a shortsword with a sheath as dark as the abyss, but rest assured she has a heart of pure gold.



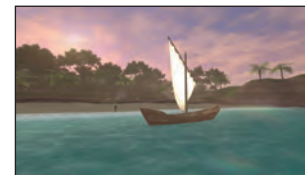
KEY LOCATIONS

Western Adoulin



Western Adoulin serves as the home base for the Sacred City of Adoulin's pioneering plans and is also a hub for adventurers who were afforded safe passage to the city to assist in its long-term settlement project.

Yahse Hunting Grounds



The Hunting Grounds is an expanse of jungle located adjacent to the Ceizak Battlegrounds, and can be accessed via boat from Eastern Adoulin. Enormous trees dominate the landscape, their twisted roots serving as a grim reminder that humanity is not welcome within. Opening up this land for settlement is one of the primary goals of the pioneering project.

Rala Waterways



The Rala Waterways are a gigantic expanse of interconnected underground straits spanning from East to West by means of the Big Bridge. Always a popular subject of gossip amongst the citizenry, the two-hundred-year-old Waterways are not only a source of water for Adoulin; they're also regarded as a place of wonder and -- according to rumor -- a home to all manner of unfriendly creatures.

TWO NEW JOBS

Geomancer

Harnessing the geomantic energies that course through Vana'diel's veins, geomancers both aid their comrades-in-arms and teach their foes how deadly the forces of nature can be.



Rune Fencer

A tank job that utilizes elemental and enchanting runes to support attacks and defenses. The rune fencer has the highest amount of magical defense and elemental resistance.



Illustration: Kazushi Hagiwara

NEW FOES TO FIGHT

Velkk

These notoriously ruthless savages have set up their base of operations in the west of Eastern Ulbuka. Velkk fighters can be classified into two broad types: bellicose warriors who desire only to massacre their foes in the most bloody way imaginable, and devoted practitioners of the black arts who delight in using their spells to gain the upper hand in battle. Yet despite all this, they're also adorably idiotic, so it's difficult to harbor much ill will against them.



Craklaw

Aquans through and through, craklaws make their homes in the rivers and deltas of Eastern Ulbuka. Their gigantic claws can slice boulders in half like knives through Selbina butter, and their massive stony shells spurn even the most carefully crafted weapons without suffering a scratch. It would require no stretch of the imagination to label them as moving underwater fortresses.



Heartwing

Scattered reports of heartwing sightings have come in from all corners of Eastern Ulbuka, and those who've seen these affable spirits in person note that they enjoy drifting about harmlessly and trailing after pioneers.

It may be difficult to discern any logical behavioral patterns from these enigmatic creatures, but almost all witnesses agree that there's nothing cuter on the whole continent than a fluttering heartwing. However, what follows after seeing a heartwing is enough to send chills down your spine.



LIMITED WARRANTY

The following warranty and support information applies only to customers in the United States and Canada, and only to original consumer purchasers of products covered by this warranty.

LIMITED WARRANTY

Square Enix, Inc. ("SEI") warrants to the original purchaser of the enclosed product (the "Product") that the media containing the Product (which includes any replacement media provided under this warranty) will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase (the "Warranty Period"). SEI's entire liability and your exclusive remedy under this limited warranty shall be, at SEI's option, repair or replacement, without charge, of the whole or affected portion of any Product that proves to be defective in material or workmanship during the Warranty Period.

EXCLUSIONS FROM WARRANTY

This warranty applies only to defects in factory materials and factory workmanship. Any condition caused by abuse, unreasonable use, mistreatment, neglect, accident, improper operation, destruction or alteration, or repair or maintenance attempted by anyone other than SEI is not a defect covered by this warranty. Parts and materials subject to wear and tear in normal usage are not covered by this warranty.

IMPLIED WARRANTIES AND INCIDENTAL AND CONSEQUENTIAL DAMAGES

Under state or provincial law, you may be entitled to the benefit of certain implied warranties. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, WILL CONTINUE IN FORCE ONLY DURING THE WARRANTY PERIOD. Some states and provinces do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

NEITHER SEI NOR YOUR RETAIL DEALER HAS ANY RESPONSIBILITY FOR ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES RELATING TO YOUR USE OF THE PRODUCT, INCLUDING, WITHOUT LIMITATION, ANY DAMAGES FOR LOSS OF DATA OR LOSS OF PROFIT, OR FOR ANY INCIDENTAL EXPENSES, LOSS OF TIME, OR INCONVENIENCE. As some states and provinces do not allow the exclusion or limitation of incidental or consequential damage, the foregoing limitation or exclusion may not apply to you.

HOW TO OBTAIN WARRANTY SERVICE

To obtain warranty service, please send the defective Product, together with a copy of your original sales receipt, your return address, name and telephone number, should contact be necessary, and a brief note describing the defect to SEI at the following address: Square Enix, Inc., Customer Warranty, 999 N. Sepulveda Blvd., 3rd Floor, El Segundo, CA, 90245.

THE DEFECTIVE PRODUCT MUST BE POSTMARKED WITHIN NINETY (90) DAYS FROM THE DATE OF PURCHASE. PROOF OF PURCHASE IN THE FORM OF A DATED RECEIPT MUST BE INCLUDED TO OBTAIN WARRANTY SERVICE.

The shipping costs for sending the defective Product to SEI is a sole responsibility of the Customer. SEI will not be liable for any damage or loss that occurs during shipping. To minimize loss during shipping, you may opt to use a tracking method when shipping.

CUSTOMER SUPPORT

If you have warranty questions, or require technical or customer support, please visit:
<http://support.na.square-enix.com>

There you will be able to contact a representative live through our chat support system, view our hours of operation and review additional support details. You can also contact Customer Support at 310-846-0345. Please note that toll charges do apply when contacting us through phone support. For toll free service, please contact us through chat support or email.

**For information and services by Square Enix, Inc.,
go to www.square-enix.com/na**

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